ATARI LYNX™

VIDEO GAME MANUAL

PAPERBOY™

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Fling those Papers!

Every kid wants to make a little money. You're no exception. That's why you applied for a job delivering the Daily Sun, the world's most throwable newspaper. After all, how tough can it be? All you've got to do is throw a few papers and you'll be rolling in the dough.

The circulation manager shakes your hand, smiles, and explains your assignment. You are to break new ground by finding customers in that new subdivision on the west end of town. As soon as you can find ten new customers, the route will be yours.

For days you wander through the subdivision, pounding on doors and trying to sell your papers. But what looks like a friendly little community is really the home of some of the rudest people you've ever met. They scream, slam their doors, and send their dogs after you.

Finally, the tenth person signs up and you're ready to roll. You're not about to forgive and forget the rotten way you were treated by the people of the neighborhood. They will pay dearly for being so rude. To your customers, you'll be the best paperboy ever. To their neighbors, you'll be the most generous paperboy in

history: you'll give them free samples—through every closed window on the block—until they realize how much they need to subscribe to the Daily Sun.

Now get on your bike and start pedaling. It's non-stop ink-on-the-hands and bugs-in-the-teeth action as you set out to become the world's greatest paperboy.

Getting Started

Paperboy is a fast-paced neighborhood obstacle course frought with danger and thrills. Follow the steps listed below to start the game:

1. With your Lynx system switched off, insert the game card as described in the **Lynx Owner's Manual**.

   Warning: Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. The Paperboy title screen displays.

3. Press **A** or **B** to move on to the Street Selection screen.

4. Press right or left on the joypad to highlight the desired street name. Each street is more difficult than the previous street. More difficult streets are much more dangerous, but the rewards are also higher. When the desired street name flashes, press **A** or **B** to select that street and begin play.

Optional Game Control

To enhance play, the following optional game controls allow you to modify the display, turn off the music, and pause and restart the game:

- To turn off the music, press **OPTION 2** while title screen displays.
- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.
- To pause the game press **PAUSE**. Repeat to resume play.

Playing the Game

The object of the game is to keep your customers happy by throwing their newspapers

into the Daily Sun box or onto the porch of each yellow house on your paper route while avoiding obstacles such as cars, plants, kids on trikes, road workers, and many even more dangerous objects. Earn bonus points for throwing papers through the windows of grey non-customer houses and for knocking over objects and people you pass on the street.

Control your bike with the joypad. Press up to accelerate and down to put on the brakes. Steer by pressing right or left. To fling a newspaper, press **A** or **B**.

Along the route, you will see stacks of newspapers. Run over the papers to pick them up. You can carry a maximum of ten papers, so learn to throw quickly and accurately without running out of papers between stacks.

You will also see a variety of obstacles, ranging from vicious kitties to trash cans. Some obstacles can be knocked over or broken for points. Others should just be avoided at all costs. As you gain paper-throwing experience, you will learn what to do with each type of obstacle. Whatever you do, avoid crashing into the obstacles. Each time you crash, you lose one of your

caps. Since no self-respecting paperboy would work without a hat, losing all your hats means losing your job.

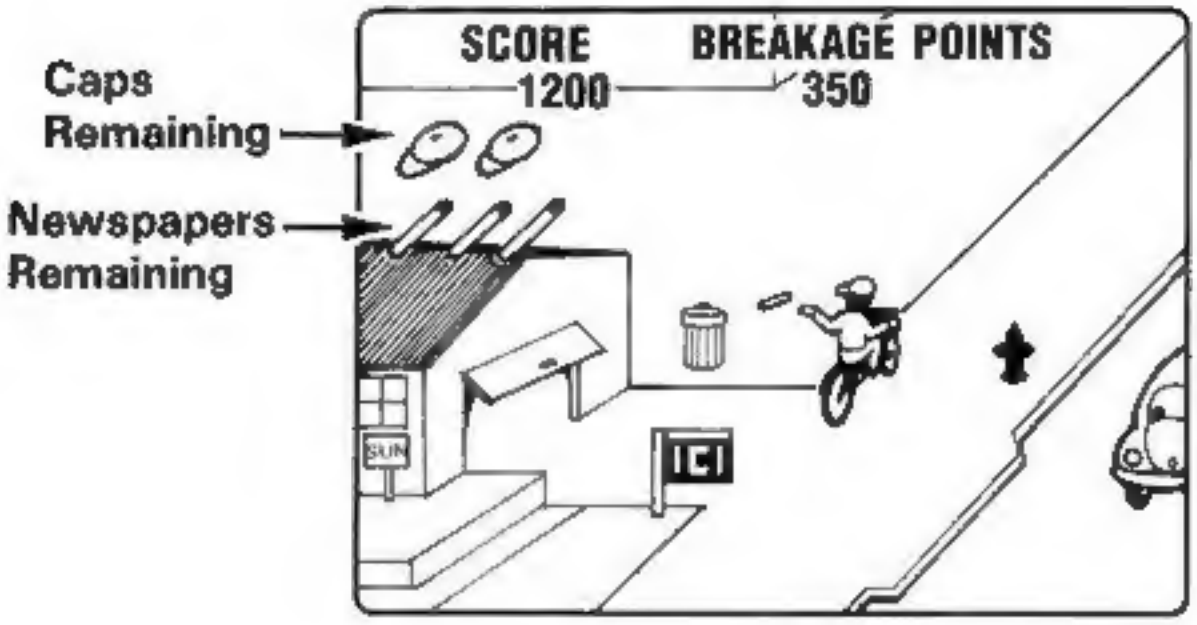
When you reach the end of the street, ride through the paperboy training course. Earn bonus points for hitting bulls-eyes with your newspapers and jumping over ramps.

At the end of each day you will see a service report showing every house on the block. You receive points for each customer you keep. Receive double points if you do not miss any houses in a day. You lose customers if you do not deliver their newspapers or break their windows. If you have a perfect delivery day, you'll get a new customer. If you still have enough customers at the end of the day, you will be allowed to keep your job one more day. If you lose too many customers, you will be forced to quit your paper route and the the game will end.

If you complete an entire week of service, the Winner screen appears.

When the game ends, your points are totalled. To begin a new game, press **A** or **B**.

Screen



Score–your current score.

Breakage Bonus–bonus points for breaking non-customer windows and obstacles.

Caps Remaining–shows the number of caps left. You lose a cap each time you crash. Lose all your caps and you must quit your paper route.

Newspapers Remaining–shows how many newspapers you are carrying.

Strategy

Throw newspapers at everything until you learn which obstacles can be broken or knocked over for bonus points.

Speed is nice, but it also makes it harder to hit porches and paper boxes—and easier to hit cars, fences, and other obstacles.

Don't let your thirst for revenge get in the way of your main purpose—delivering papers to your loyal customers.

Get to know the paper route. You will be more successful if you learn to anticipate obstacles and customers.

The street is sometimes less busy than the sidewalk.

Scoring

During game play you receive points for delivering papers to your customers. You will also receive bonus points for breaking windows and obstacles, hitting training course bulls-eyes and completing a day or week.

Note: The following table shows the scoring for the Easy Street level. Double the points for Middle Road. Triple the points for Hard Way.

Paper Route

Paper on customer porch	100
Paper in paper box	250
Breaking non-customer window	100
Breaking customer window	-150
Hitting objects	varies

Training Course

Running over ramp	200
Jumping ramp	50 first time
	100 second time
	150 third time
	last + 50 each time
Hitting Bullseye	100 first time
	125 second time
	150 third time
	last + 50 each time
Completing course	1 point per unit on course timer

Service Report

Each customer kept	250
Perfect delivery	500 per house
Complete week	3000 per cap

Gain a hat for every 10,000 points

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